AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all prior versions and listings of claims in the application.

<u>LISTING OF CLAIMS</u>

1-22. (cancelled)

23. (new) A method comprising:

storing a plurality of instructions for at least one of assembling and disassembling a component of a product using a memory;

retrieving one of the plurality of instructions from the memory based on input received from a user using a microprocessor; and

displaying a three-dimensional (3D) animation illustrating the one of the plurality of instructions using an electronic display.

24. (new) The method of claim 23 further comprising generating audio using an electronic speaker to communicate the one of the plurality of instructions.

25. (new) The method of claim 23 further comprising displaying text using the electronic display to communicate the one of the plurality of instructions.

26. (new) The method of claim 23 further comprising displaying part numbers, part names, order information, and a tool list corresponding to the one of the plurality of instructions using the electronic display.

27.   (new) The method of claim 23 further comprising displaying a three-dimensional (3D) image of the product using the electronic display.

28.   (new) The method of claim 27 further comprising enabling the user to select a subassembly of the product using the 3D image of the product, wherein the one of the plurality of instructions corresponds to the subassembly that is selected by the user.

29.   (new) The method of claim 27 further comprising enabling the user to disassemble the component from the product and to assemble the component to the product by selecting the component using the 3D image.

30.   (new) The method of claim 27 wherein the 3D image of the product includes a holographic image.

31.   (new) A method comprising:
        storing a plurality of impact simulations for an object using a memory;
        displaying a three-dimensional (3D) image of the object using an electronic display;
        enabling a user to select one of a plurality of impact zones on the object using the 3D image of the object;
        retrieving one of the plurality of impact simulations from the memory based on the one of the plurality of impact zones selected by the user; and
        color-coding components in the 3D image of the object to indicate a probability of damage based on the one of the plurality of impact simulations retrieved from the memory.

32.   (new) The method of claim 31 further comprising displaying a three-dimensional (3D) animation illustrating the one of the plurality of impact simulations using the electronic display.

33.   (new) The method of claim 32 wherein the object is a vehicle.

34.   (new) The method of claim 33 further comprising enabling the user to select one of a plurality of impact speeds and retrieving the one of the plurality of impact simulations based on the one of the plurality of impact speeds selected by the user.

35.   (new) The method of claim 33 further comprising generating a parts list based on the probability of damage and displaying the parts list using the electronic display.

36.   (new) The method of claim 35 further comprising color-coding the parts list based on the probability of damage.

37.   (new) The method of claim 34, further comprising displaying order information for the parts list and enabling the user to order a part by selecting the part from the parts list.

38.   (new) The method of claim 37, further comprising enabling the user to input a repair facility and identifying parts in the parts list that are available at the repair facility using the electronic display.

39.   (new) The method of claim 31 wherein the object is a building.

40.   (new) The method of claim 39 further comprising enabling the user to select one of a plurality of impact types and retrieving the one of the plurality of impact simulations based on the one of the plurality of impact types selected by the user.

41.   (new) The method of claim 40 wherein the plurality of impact types include an explosion, an impact, and an earthquake.

42.   (new) A method comprising:

storing in memory a plurality of impact simulations for a vehicle and a plurality of instructions for assembling and disassembling a component of the vehicle;

displaying a three-dimensional (3D) image of the vehicle using an electronic display;

enabling a user to select one of a plurality of impact zones on the vehicle, one of a plurality of impact speeds, and one of a plurality of components;

retrieving one of the plurality of impact simulations from the memory based on the one of the plurality of impact zones and the one of the plurality of impact speeds selected by the user;

color-coding components in the 3D image of the object to indicate a probability of damage based on the one of the plurality of impact simulations retrieved;

retrieving one of the plurality of instructions from the memory based on the one of the plurality of components selected by the user; and

displaying a three-dimensional (3D) animation illustrating the one of the plurality of instructions using the electronic display.